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1 Seeing, hearing, and touching: putting it all together
Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(20.64 MB) Additional Information: full citation

2 Programmable applications: interpreter meets interface
Michael Eisenberg
April 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 2
Publisher: ACM Press
Full text available: pdf(4.42 MB) Additional Information: full citation, abstract, citings, index terms

Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications.* As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...

3 A frequency-domain analysis of head-motion prediction
Ronald Azuma, Gary Bishop
September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(401.93 KB) ps(629.89 KB) Additional Information: full citation, references, citings, index terms

Keywords: HMD, augmented reality, delay compensation, spectral analysis

4 Detection, analysis and rendering of audience reactions in distributed multimedia performance

Nikitas M. Sgouros
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(578.34 KB) Additional Information: full citation, abstract, references, index terms

Recent advances in distributed multimedia technologies encourage the development of interactive performance systems. These systems allow multiple users to take part in a performance either as players or spectators and influence its development in real time. However, in order for these applications to become effective they have to provide meaningful interaction capabilities and adequate means of expression to all the participants. This research provide an interaction framework that seeks to ad ...

Keywords: distributed multimedia applications, end-systems and applications, entertainment systems, multimedia tools

5 Rhythmic-motion synthesis based on motion-beat analysis
Tae-hoon Kim, Sang Il Park, Sung Yong Shin
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press
Full text available: pdf(6.29 MB) Additional Information: full citation, abstract, references, citings, index terms

Real-time animation of human-like characters is an active research area in computer graphics. The conventional approaches have, however, hardly dealt with the rhythmic patterns of motions, which are essential in handling rhythmic motions such as dancing and locomotive motions. In this paper, we present a novel scheme for synthesizing a new motion from unlabelled example motions while preserving their rhythmic pattern. Our scheme first captures the motion beats from the example motions to extract ...

Keywords: beat analysis, motion blending, motion signal processing, motion synchronization, motion synthesis, motion transition

6 Surveillance: Multi-camera spatio-temporal fusion and biased sequence-data learning for security surveillance
Gang Wu, Yi Wu, Long Jiao, Yuan-Fang Wang, Edward Y. Chang
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(281.72 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a framework for multi-camera video surveillance. The framework consists of three phases: *detection*, *representation*, and *recognition*. The *detection* phase handles multi-source spatio-temporal data fusion for efficiently and reliably extracting motion trajectories from video. The *representation* phase summarizes raw trajectory data to construct hierarchical, invariant, and content-rich descriptions of the motion events. Finally, the *recognition* ph ...

7 State of the art in Monte Carlo global illumination
Philip Dutré, Henrik Wann Jensen, Jim Arvo, Kavita Bala, Philippe Bekaert, Steve Marschner, Matt Pharr
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(5.48 MB) Additional Information: full citation, abstract

Realistic image synthesis is increasingly important in areas such as entertainment (movies, special effects and games), design, architecture and more. A common trend in all these areas is the quest for more realistic images of increasingly complex models. Monte Carlo global illumination algorithms are the only methods that can handle this complexity. Recent advances in algorithms and compute power has made Monte Carlo algorithms very practical and a natural choice for most problems.The purpose o ...

8 Living in a dynamic world

R. L. Andersson

November 1986 **Proceedings of 1986 ACM Fall joint computer conference**

Publisher: IEEE Computer Society Press

Full text available: pdf(1.18 MB) Additional Information: full citation, references, index terms

9 Coding and Encryption: Scene context dependent rate control

Anthony G. Nguyen, Jenq-Neng Hwang

October 2001 **Proceedings of the ninth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(723.96 KB) Additional Information: full citation, abstract, references, citings, index terms

To prevent the loss of the information embedded in the generated variable bit rate data that is transmitted over a constant bit rate channel, several methods were proposed in MPEG TMN5, H.263 TMN5, and TMN8. In these methods, the quantity of coded data is controlled by adjusting the coding parameters according to the amount of data remaining in the buffer. Because this control is based on the past coded information and does not reflect the nature of the image being coded, there is no assurance t ...

Keywords: constant bit rate (CBR), rate control (RC), scene context dependent (SCD), variable bit rate (VBR)

10 Animating human athletics

Jessica K. Hodgins, Wayne L. Wooten, David C. Brogan, James F. O'Brien

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(412.08 KB) Additional Information: full citation, references, citings, index terms

Keywords: computer animation, dynamic simulation, human motion, motion control, physically realistic modeling

11 Session P15: multidimensional, motion, and information visualization: Kinetic visualization: a technique for illustrating 3D shape and structure

Eric B. Lum, Aleksander Stompel, Kwan Liu Ma

October 2002 **Proceedings of the conference on Visualization '02**

Publisher: IEEE Computer Society

Full text available: pdf(3.48 MB) Additional Information: full citation, abstract, references, index terms

Motion provides strong visual cues for the perception of shape and depth, as demonstrated by cognitive scientists and visual artists. This paper presents a novel visualization technique --- *kinetic visualization* --- that uses particle systems to add

supplemental motion cues which can aid in the perception of shape and spatial relationships of static objects. Based on a set of rules following perceptual and physical principles, particles flowing over the surface of an object not only bring ...

Keywords: animation, particle systems, scientific visualization, visual perception, volume rendering

12 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB) Additional Information: full citation, abstract

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

13 Posters & demos: Design issues for vision-based computer interaction systems

Rick Kjeldsen, Jacob Hartman

November 2001 **Proceedings of the 2001 workshop on Perceptive user interfaces PUI '01**

Publisher: ACM Press

Full text available: pdf(145.58 KB) Additional Information: full citation, abstract, references

Computer Vision and other direct sensing technologies have progressed to the point where we can detect many aspects of a user's activity reliably and in real time. Simply recognizing the activity is not enough, however. If perceptual interaction is going to become a part of the user interface, we must turn our attention to the tasks we wish to perform and methods to effectively perform them.This paper attempts to further our understanding of vision-based interaction by looking at the steps invol ...

Keywords: head and hand gesture recognition, perceptual user interfaces, user interface design, vision-based user interfaces

14 Visual registration for unprepared augmented reality environments

Ke Xu, Simon J. D. Prince, Adrian David Cheok, Yan Qiu, Krishnamoorthy Ganesh Kumar

October 2003 **Personal and Ubiquitous Computing**, Volume 7 Issue 5

Publisher: Springer-Verlag

Full text available: pdf(902.04 KB) Additional Information: full citation, abstract, index terms

Despite the increasing sophistication of augmented reality (AR) tracking technology, tracking in unprepared environments still remains an enormous challenge according to a recent survey. Most current systems are based on a calculation of the optical flow between the current and previous frames to adjust the label position. Here we present two alternative algorithms based on geometrical image constraints. The first is based on epipolar geometry and provides a general description of the constraint ...

Keywords: Augmented reality, Fundamental matrix, Homography, Optical flow, Vision based tracking

15 Styles of human motion: A data-driven approach to quantifying natural human motion

Liu Ren, Alton Patrick, Alexei A. Efros, Jessica K. Hodgins, James M. Rehg
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(409.67 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we investigate whether it is possible to develop a measure that quantifies the naturalness of human motion (as defined by a large database). Such a measure might prove useful in verifying that a motion editing operation had not destroyed the naturalness of a motion capture clip or that a synthetic motion transition was within the space of those seen in natural human motion. We explore the performance of mixture of Gaussians (MoG), hidden Markov models (HMM), and switching linear d ...

Keywords: human animation, machine learning, motion evaluation, natural motion

16 Voice puppetry

Matthew Brand
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(1.82 MB) Additional Information: full citation, references, citings, index terms

Keywords: computer vision and audition, control, facial animation, learning, lip-syncing

17 Research directions in virtual environments: report of an NSF Invitational Workshop, March 23-24, 1992, University of North Carolina at Chapel Hill

Gary Bishop, Henry Fuchs
August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3
Publisher: ACM Press
Full text available: pdf(2.33 MB) Additional Information: full citation, citings, index terms

18 Motion capture and editing: Motion modeling for on-line locomotion synthesis

Taesoo Kwon, Sung Yong Shin
July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**
Publisher: ACM Press
Full text available: pdf(363.80 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we propose an example-based approach to on-line locomotion synthesis. Our approach consists of two parts: motion analysis and motion synthesis. In the motion analysis part, an unlabeled motion sequence is first decomposed into motion segments, exploiting the behavior of the COM (center of mass) trajectory of the performer. Those motion segments are subsequently classified into groups of motion segments such that the same group of motion segments share an identical footstep pattern ...

19 Progress in Picture Processing: 1969--71

Azriel Rosenfeld
June 1973 **ACM Computing Surveys (CSUR)**, Volume 5 Issue 2
Publisher: ACM Press

Full text available: pdf(2.34 MB) Additional Information: full citation, references, citings, index terms

20 MPEG-4: an object-based multimedia coding standard supporting mobile applications
Atul Puri, Alexandros Eleftheriadis
June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1
Publisher: Kluwer Academic Publishers
Full text available: pdf(747.80 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

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